COLD FEAR™

UBISOFT™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-53158

1 Player • Memory Card (8MB) (for PlayStation®2) : 337 KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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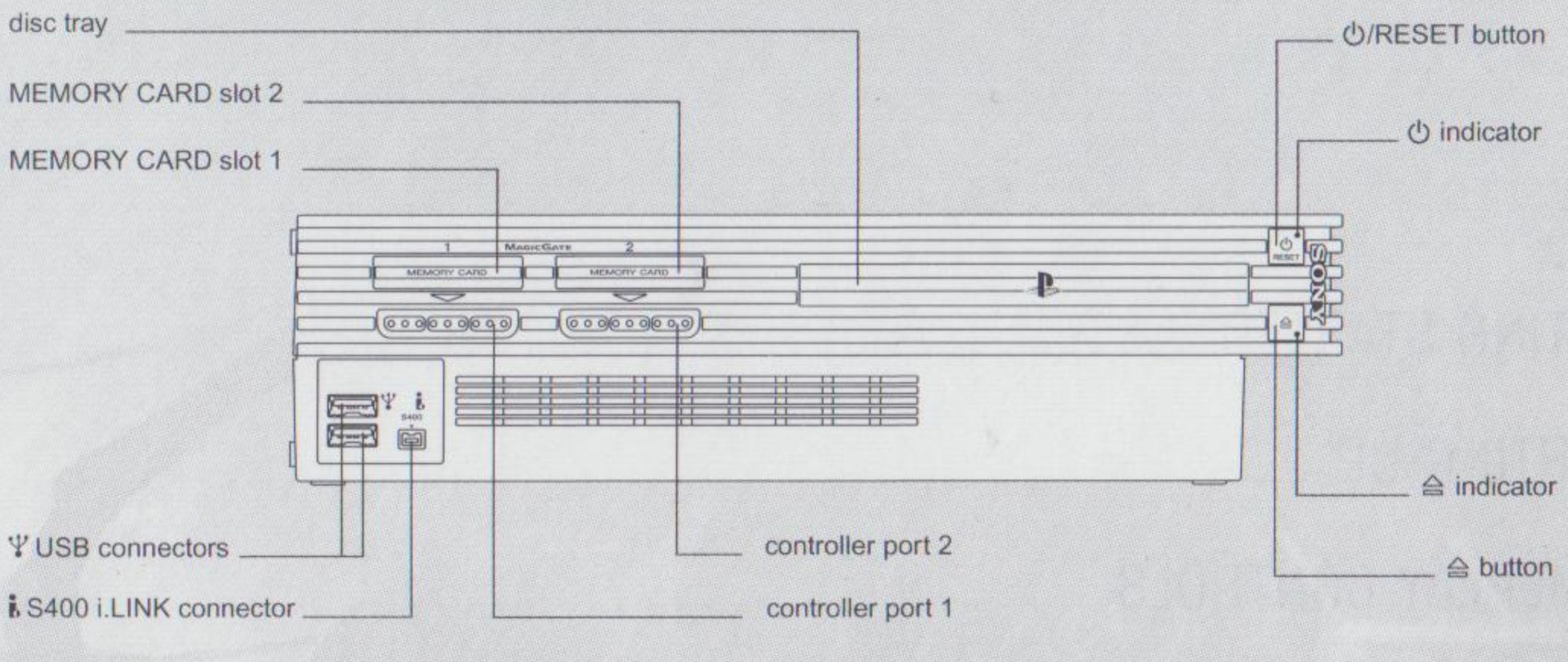
GETTING STARTED

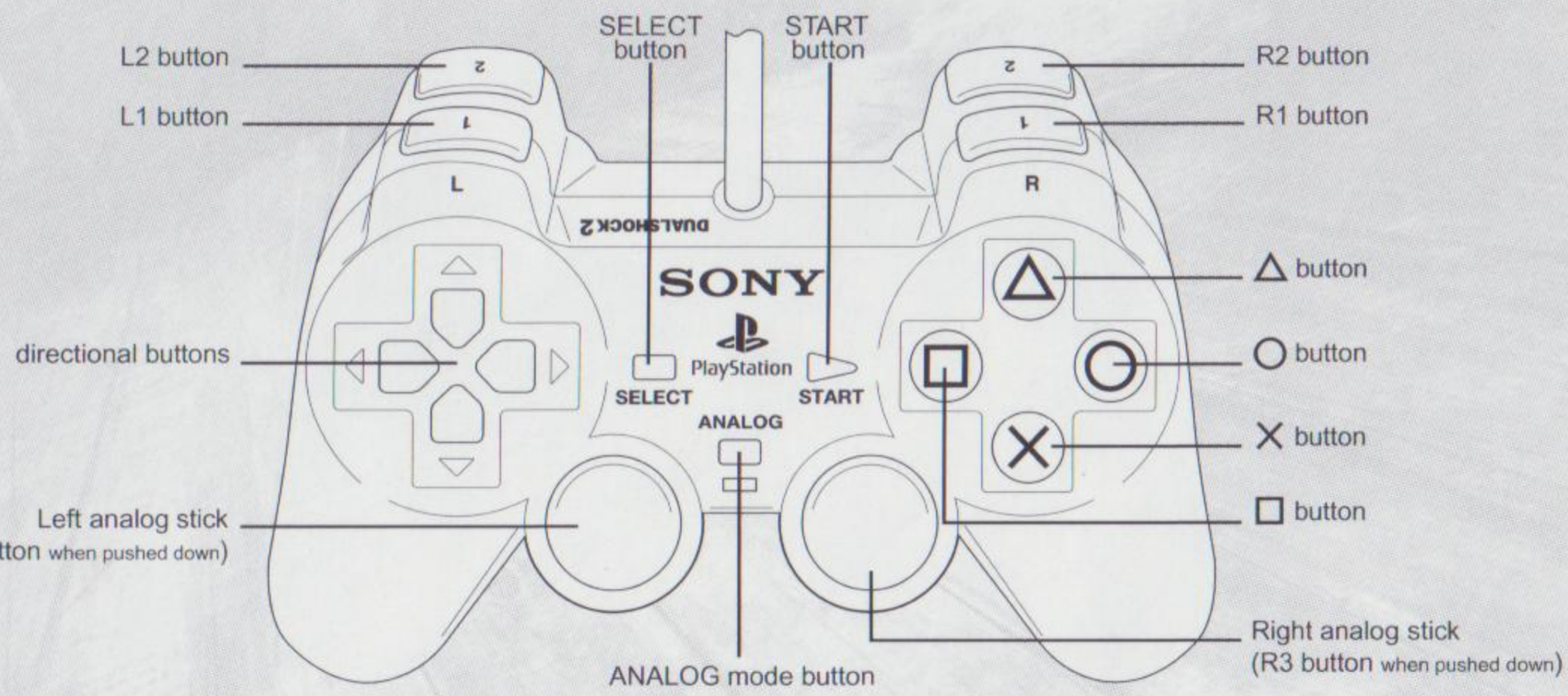


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the power indicator lights up, press the ⏏ button and the display will open. Place the Cold Fear™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. Please ensure that a Memory Card (8MB) (for PlayStation®2) is present on boot-up so that any bonus data can be auto-loaded.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same Memory Card (8MB) (for PlayStation®2) or any Memory Card (8MB) (for PlayStation®2) containing previously saved games.

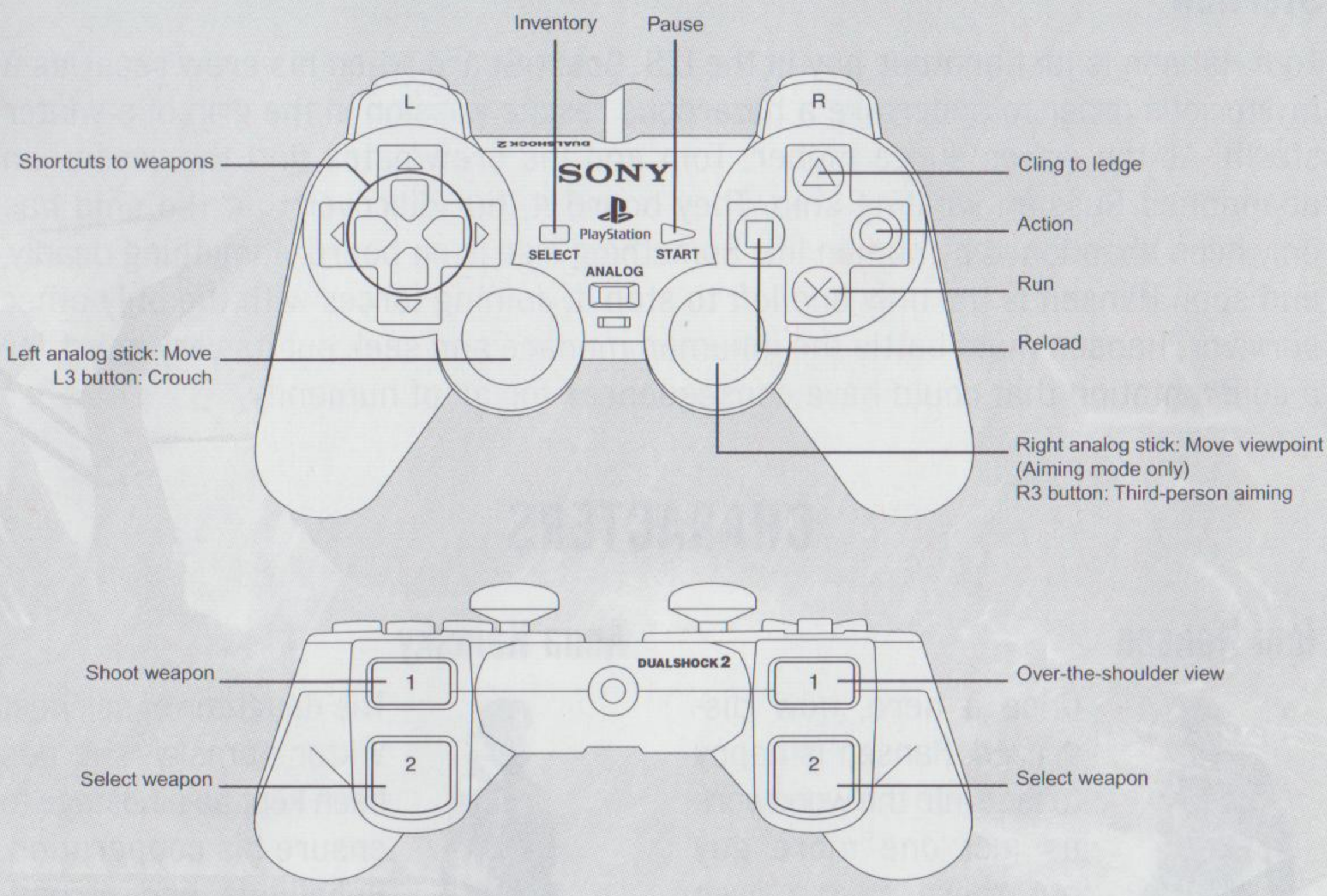
STARTING UP



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select a button on screen, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

GAMEPLAY CONTROLS



⊗ button: Run (keep pressed down)
◎ button: Action (taking an object, searching a body, etc.)
△ button: Cling to ledge
□ button: Reload the active weapon
R1 button: Shoot
L1 button: Over-the-shoulder view (Aiming mode)
R2 button: Change weapon
L2 button: Change weapon
R3 button: Third-person view (Aiming mode)
L3 button: Crouch
left analog stick: Move Tom Hansen
right analog stick: Aim weapon
directional buttons: Quick access to a specific weapon
START button: Pause
SELECT button: Inventory

STORY

Overview

Tom Hansen is just another guy in the U.S. Coast Guard when his crew receives a mysterious order to undertake a hazardous rescue mission in the grip of a winter storm. As the waves surge higher, Tom and his crewmates find the vessel, an abandoned Russian whaling ship. They board it, but discover that the ship has only been abandoned by human life. Something else is on board, something deadly, and soon Hansen is the only one left to stop it. Joining forces with the only other survivor, Hansen must battle the inhuman menace and seek out its very heart for a confrontation that could have consequences for all of humanity.

CHARACTERS

Tom Hansen

Once a hero, now disgraced, Hansen is happy to fade into the woodwork as just one more guy out there saving lives with the Coast Guard. All that changes when his vessel receives an order to rescue an abandoned whaling ship during a raging storm. What he finds there will reawaken the dying embers of his spirit, if it doesn't kill him first.

Anna Kamsky

The daughter of scientist Viktor Kamsky, she has been kept as a hostage to ensure his cooperation. Rebellious and strong-willed, she finds herself forced to make an impossible decision if she wants to survive.

Dr. Viktor Kamsky

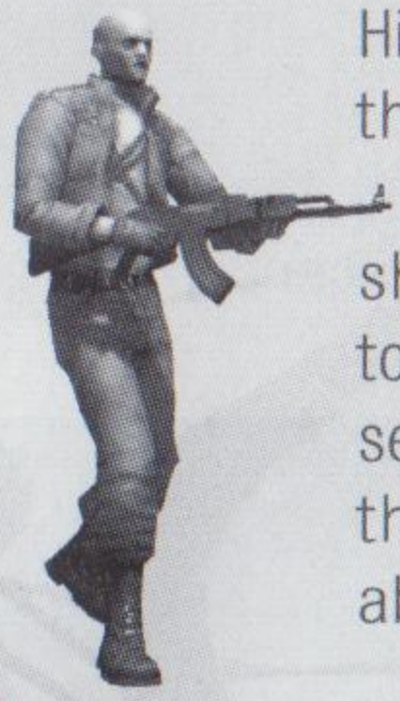
Brilliant scientist and devoted father, Kamsky leads the research effort on the isolated drilling platform. His discoveries could threaten all humanity - and cost him his own in the process.

CIA Agent Jason Bennett

Agent Bennett has been watching Yusupov for a long time. Patiently, like a spider in the center of its web, he has been waiting for his chance to unravel the mystery – no matter how many lives he sacrifices to do so.

ENEMIES

Mercenary (Uninfected)



Hired by Yusupov to protect the mysterious oil rig, these former soldiers shoot on sight and shoot to kill. But nothing they've seen or done has prepared them for what they're about to face.

The Exos

The results of Dr. Kamsky's experiments. All of his specimens mysteriously broke loose and started hunting and infecting anyone they could find on the oil rig and the whaler. The Exos vary a lot in shape and behavior, but all are aggressive and deadly.

Exo-M 1.1/ExoMutant

No longer human, these creatures are savage, mindless, and hungry. Blessed with inhuman strength and cursed with a hunger for flesh, they attack relentlessly.

Exo-ME 2.0/ExoMutant

Not all mutants are created equal. These are smarter, stronger, and faster than their counterparts – making them that much more dangerous. The only way to permanently get rid of them is to kill the parasite which resides in their craniums.

Exo-S 5.2/ExoShade

There are plenty of reasons to be afraid of the dark, and this creature is the biggest one. Able to see perfectly in darkness, it hunts from the shadows and attacks without mercy.

Exo-G 4.3 / ExoSpectre

What you can't see can hurt you. Able to blend in perfectly with its surroundings, this escaped experiment has a killer's instincts.

Exo-B 7.0/ExoMass

Not all experiments go as planned. Deformed and mutated, this creature has uncanny strength and an undying rage. Willing and able to punch through steel doors to seek its prey, this creature will never abandon the hunt.

Exo-N 3.5 /ExoNest

These shapeless monstrosities exist only to breed. Mothers to the contaminators, they send their children out into the world to seek new victims.

Exo-CL 3.0 /ExoCel

Contaminator ExoCels live to spread their infection. Fast and agile, they seek weak or dying prey to serve as hosts for their parasitic needs. If they can't find a suitable victim, they'll be happy to make one.

PLAYING THE GAME

Press the START button from the title screen. You will then access the Main Menu.

Main Menu

Use the left analog stick or the directional buttons to navigate through the following options, then press the ⊗ button to select. Press the △ button to cancel and go back to the previous screen.

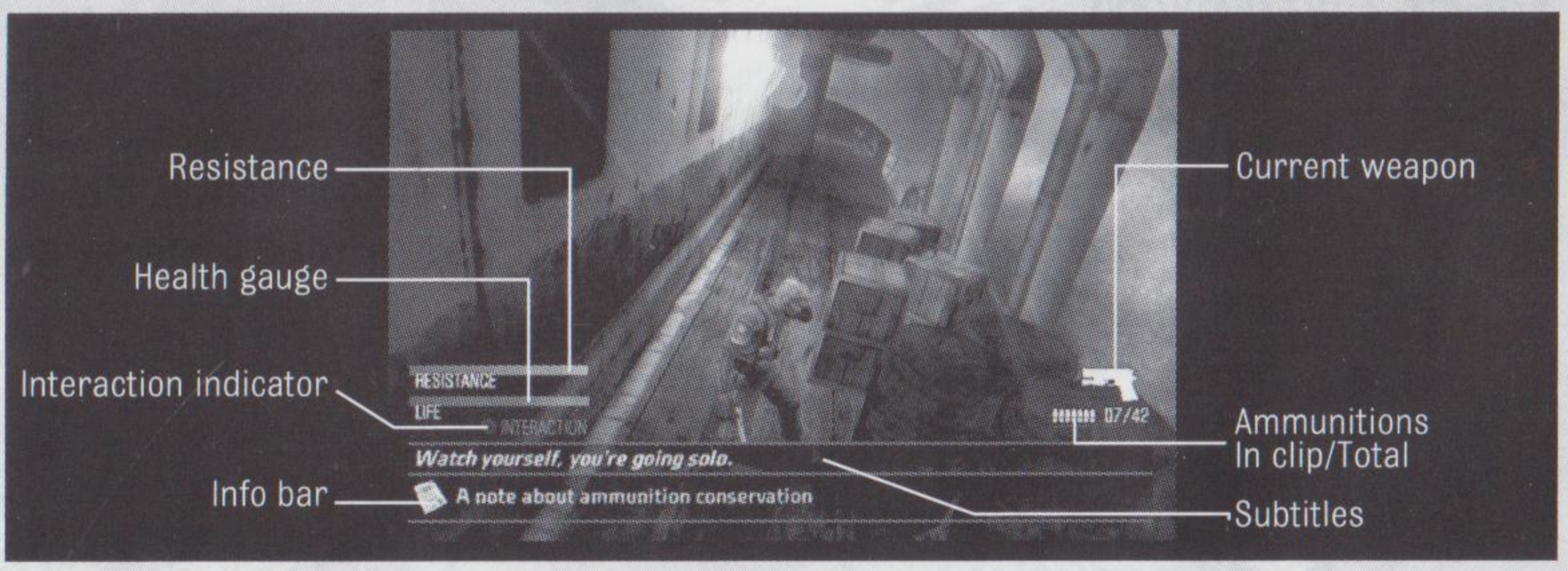
- **New game:** Start a new game.
- **Load game:** Resume a formerly saved game.
- **Settings:** Access the option menu to customize certain aspects of the game.
- **Bonus:** Access unlocked bonuses. You can unlock bonuses by completing missions and objectives throughout the game.
- **Credits:** Access game credits.

Options Menu

From this screen you'll be able to customize the main settings of the game.

- **Controller options:** Alter button configuration, vibration on/off for the controller.
- **Sound configuration:** Set the music, sound effects, and voice effects levels.
- **Screen configuration:** Set screen display options.
- **Subtitles:** Toggle in-game subtitles on and off.

Game Interface



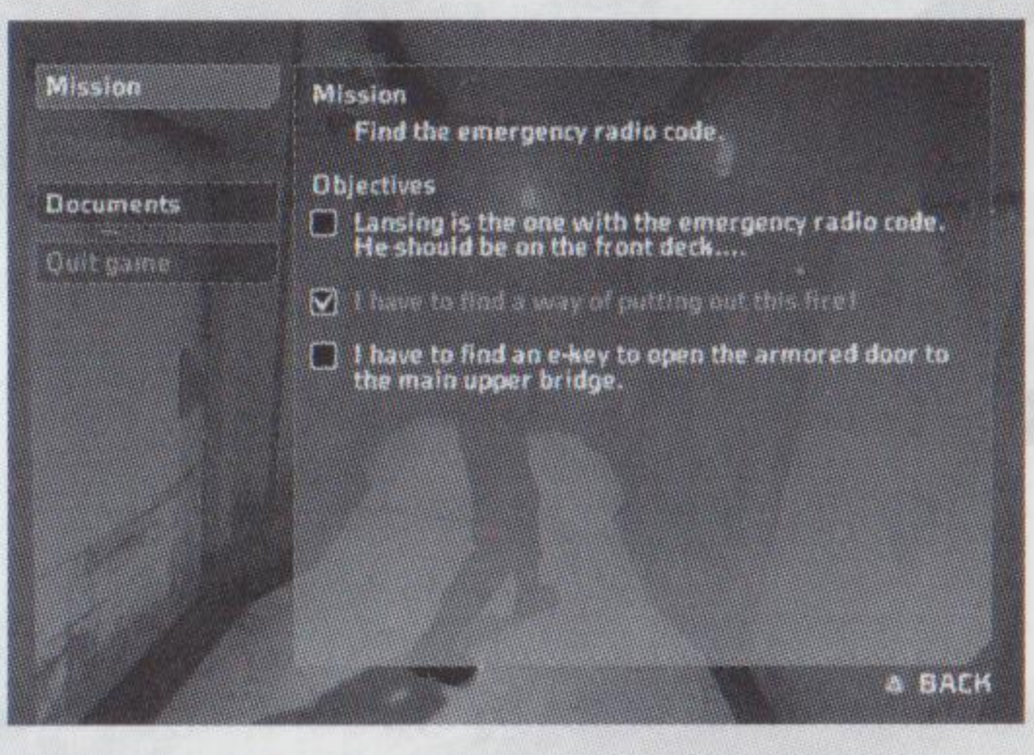
- **Health gauge:** Displays Tom's health state. Falls, traps, and enemy attacks will reduce the health gauge. If your health gauge is empty, Tom dies and the game ends. You can replenish your health by using the medikits found in the game.

- **Resistance gauge:** Running will reduce the resistance gauge. When the gauge is empty, Tom is out of breath and cannot run anymore. Moreover, he will be more vulnerable to his enemies' attacks and will not be able to grab ledges anymore. The resistance gauge will replenish itself automatically over time if you avoid running.
- **Interaction indicator:** The caption will be highlighted whenever a special interaction is possible. Press the ◉ button to perform the interaction.
- **Info bar:** This bar will appear to give you useful information about your environment, possible interactions, info on the objects you just picked up, objectives, updates, etc.
- **Subtitles display:** When they are turned on, the game subtitles will appear in this bar
- **Current weapon:** Displays the weapon that is currently selected. Press the R2 or L2 button, or use the directional buttons to switch to another weapon.
- **Ammunitions:** Shows how much ammunition you have left for the currently selected weapon. The first figure shows the ammunition left in the current clip, the second indicates the total amount of ammunition left for this weapon. Press the ▣ button to reload your weapon.

Inventory

During the game, you can access the inventory at anytime by pressing the SELECT button. You will then see the following screen:

- **Mission:** Display current objectives and their completion status.
- **Objects:** Display a detailed view of the objects you possess.
- **Documents:** List and read the documents you collected
- **Quit Game:** End current game and return to the Main Menu.


Mission
Documents
Quit game
Mission
Find the emergency radio code.
Objectives
Lansing is the one with the emergency radio code. He should be on the front deck....
I have to find a way of putting out this fire!
I have to find an e-key to open the armored door to the main upper bridge.
BACK

Saving a Game

While playing, you will be advised to save your game at specific points. Make sure that you have correctly inserted a memory card (8MB)(for PlayStation ®2) with enough free space.

End Game

If Tom Hansen dies in the course of a game, the following screen will appear:

- **Try again:** Start the game again from the last point at which it was saved.
- **Quit:** Quit the current game and return to the Main Menu.

ADVANCED MOVES

Critical Hit

During combat, some enemies may try to grab you in an attempt to strangle or bite you. When a critical hit is possible, a status bar will appear on the screen. Press the ◉ button repeatedly to fill up the status bar. Then, when it's full, press the R1 button to perform a special critical hit that will cause lots of damage to your opponent.

The critical hit is impossible if you do not have ammunition for the weapon used to perform it. However, you'll still be able to shove an enemy that grabs you.

Shove Move

When your weapons are drawn and ready, you can use a shove move (◉ button) to repel an enemy that is closing in on you. This is especially useful when you are low on ammunition or when the enemy is too close and threatens to grab you.

Note that the shove move can also be employed to use or break many interactive objects in the game (crates, electric transformers, etc.).

Avoiding a Fall

At some points in the game you will be confronted with narrow catwalks and unsecured decks. If Tom looses his balance and begins to fall, just move the left analog stick in the opposite direction of the fall. Tom will avoid the fall by grabbing on to a ledge or handrail. You can then climb back up by pushing the left analog stick in the direction you want to go.

Cling to Ledge

When you shoot at long range in an unsteady environment, you can use the △ button to grab onto nearby handrails to steady your aim. Grabbing will also prevent you from losing your balance on decks when the angle is too steep.

Searching Dead Bodies for Items

Ammunition is scarce in Cold Fear, so you will often have to look around for additional ammo clips. You can also search dead bodies and pick up their items. To do this, approach a dead body (the Action caption will appear) and then press the ◉ button to search the corpse.

Head Crush

The ExoMutants in Cold Fear can only be killed by eliminating the Exocel that infests their brain. To do this, you can either shoot an ExoMutant in the head or crush its head while it lies stunned on the floor.

To perform a head crush, approach a stunned mutant (the Action caption will appear) and then press the ◉ button to crush the head.

MAIN OBJECTS AND ACCESSORIES

Weapons

- **45 Handgun**

5.45 semi-automatic handgun

  - **Magazine capacity:** 7
  - **Rate of fire:** 3 rounds/sec
  - **Special:** Built-in laser targeting, torchlight

- **XM1014 Tactical Shotgun**

12mm semi-automatic shotgun

  - **Magazine capacity:** 7
  - **Rate of fire:** 0.8 rounds/sec

- **MP5-A3 Submachine Gun**

9mm auto submachine gun

  - **Magazine capacity:** 25
  - **Rate of fire:** 14 rounds/sec
  - **Special:** Navy-improved variation of the MP5 submachine gun

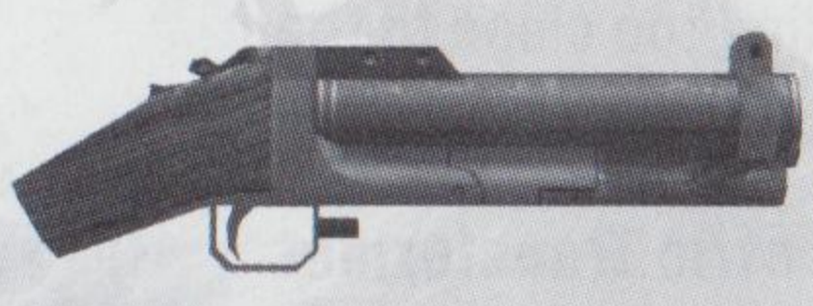
- **Automat Kalashnikova, Model 1947**

7.62 assault rifle

  - **Magazine capacity:** 30
  - **Rate of fire:** 10 rounds/sec
  - **Special:** Laser targeting

- **M79 "Sawed-off" Grenade Launcher**

40mm grenade launcher



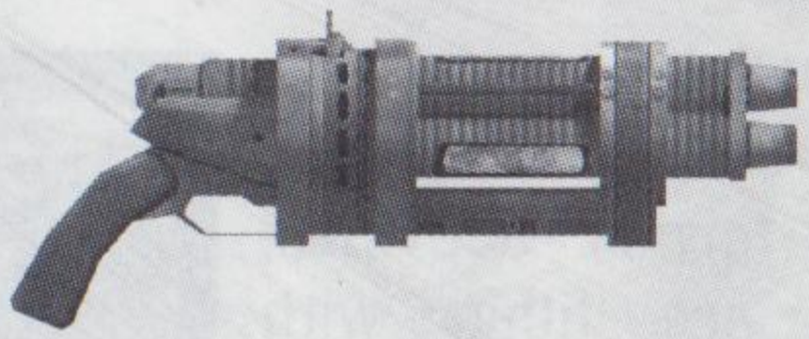
  - **Magazine capacity:** 1
  - **Rate of fire:** 0.8 rounds/sec

- **Assault Flamethrower**

Gasoline propelled by compressed gas

  - **Firing range:** 6 meters
  - **Tank capacity:** 120 centiliters
  - **Rate of fire:** 2 centiliters/sec

- **Speargun**



  - **Weapon range:** 100 meters
  - **Capacity:** 3 chemical stingers
  - **Rate of fire:** 1 stinger/sec
  - **Special:**
    - Chemical gas: Exo-Benzilate (XZ)
    - Durability of gas effect: 10 sec.
    - Range of gas effect: 25 meters

Objects

In Cold Fear, many objects in your environment can be used against your enemies – and also be a threat to you! Constantly survey your surroundings to get the best use of objects.

- **Valve**

These valves are used to open or close oil pipes. Firing on them will instantly create a leak that will release a pressurized stream of fire. They are a good alternative when you do not have the flamethrower.

There are other types of valves in Cold Fear. The yellow ones carry pressurized steam, and the blue ones control fire-extinguishing systems. You can use them by pressing the ◉ button.

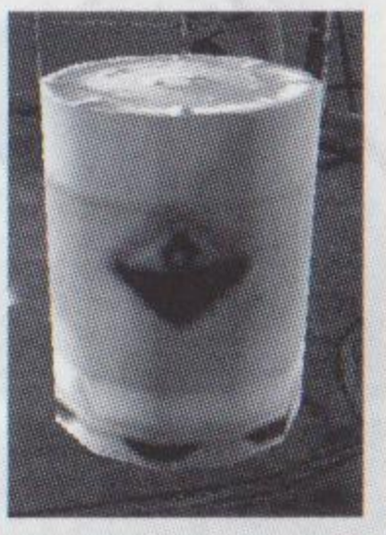
- **Extinguisher**

Extinguishers are filled with pressurized carbonic snow. Firing on them will make them explode, with lethal results for anyone or anything standing too close to the blast radius.

- **Electric Transformer**

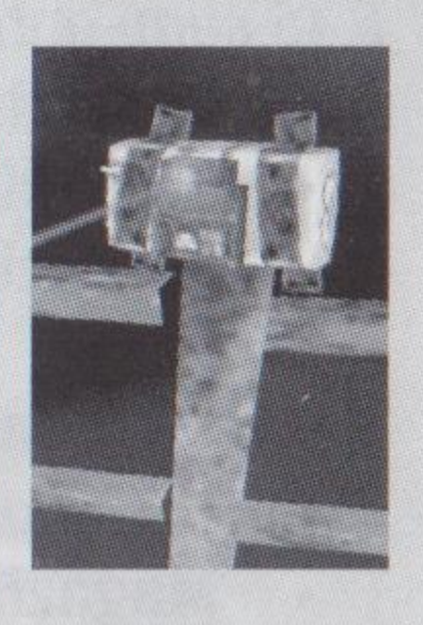
These are electrical maintenance devices. Firing on them will create a short circuit and release live cables that can become lethal if you get too close.

- **Barrel**



Last reminders of the oil rig's former activities, they are filled with unstable carbohydrate substances. They will explode if exposed to an intense heat source or a bullet impact.

- **Laser Mine**



Made of powerful and compact explosives, these directional mines will explode if something cuts their laser beams. They cannot be disarmed, so you have to dodge the beams or even try to get your enemies to clear the path for you.

Though protected against bullets, the mines are very vulnerable to explosions and fire. Therefore, you can neutralize them with grenades for instance.

- **Hook, Crates and Cables**

On a ship caught in a storm like the one in Cold Fear, all objects that are not secured and safely fixed can become a deadly threat. Always pay attention to swaying elements and do not get in their path. Still, you can try to get your enemies to do so.

- **Switch**

Some elements in Cold Fear can be activated through switches. These will allow you to access new areas. Some can even trigger events or sequences that you will be able to use in combat.

- **Documents**

In Cold Fear you will find many documents scattered around that will help you uncover the mysteries behind the Cold Fear story. Some will give you useful information about surviving in your environment.

MAPS

Finding your way on board a ship is a hard task. Fortunately, Tom is fluent in Russian. During the game, just aim at the signs painted on the walls to get a translation and locate your position.

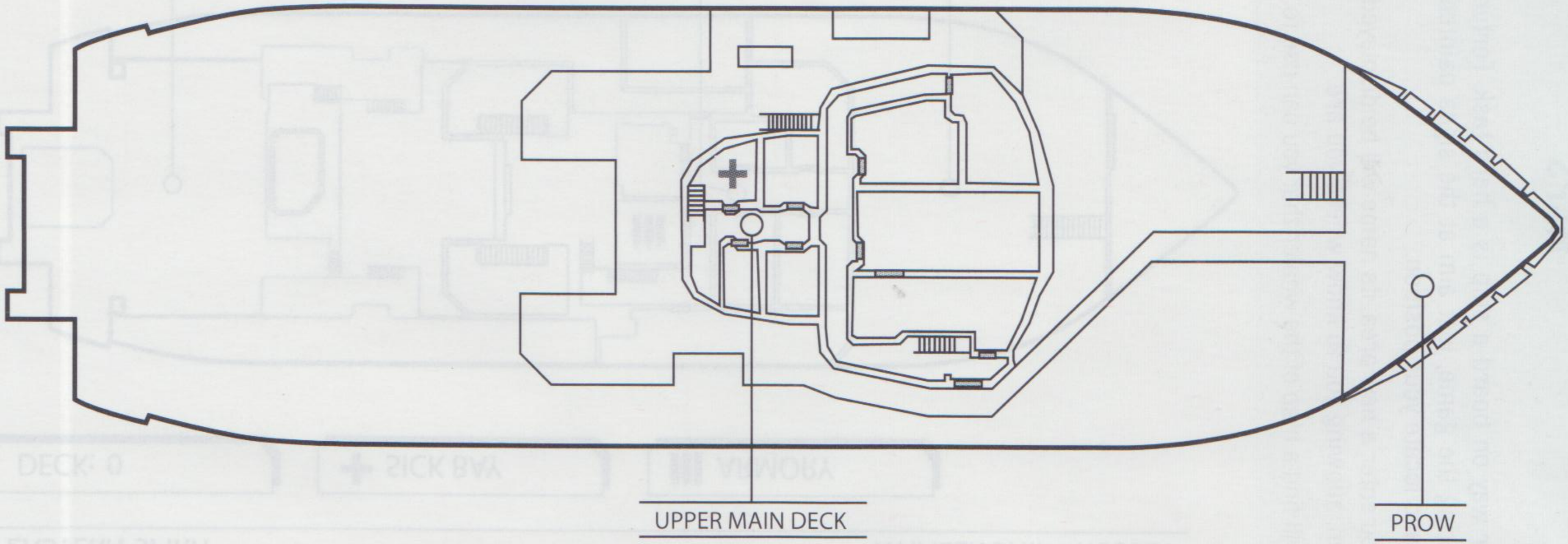
Each time you enter a new area, its name will be displayed in the top right corner of the screen, allowing you to know where you are.

Below you will find a map of the whaler that you can use to find your next objective.

DECK: +1

SICK BAY

ARMORY

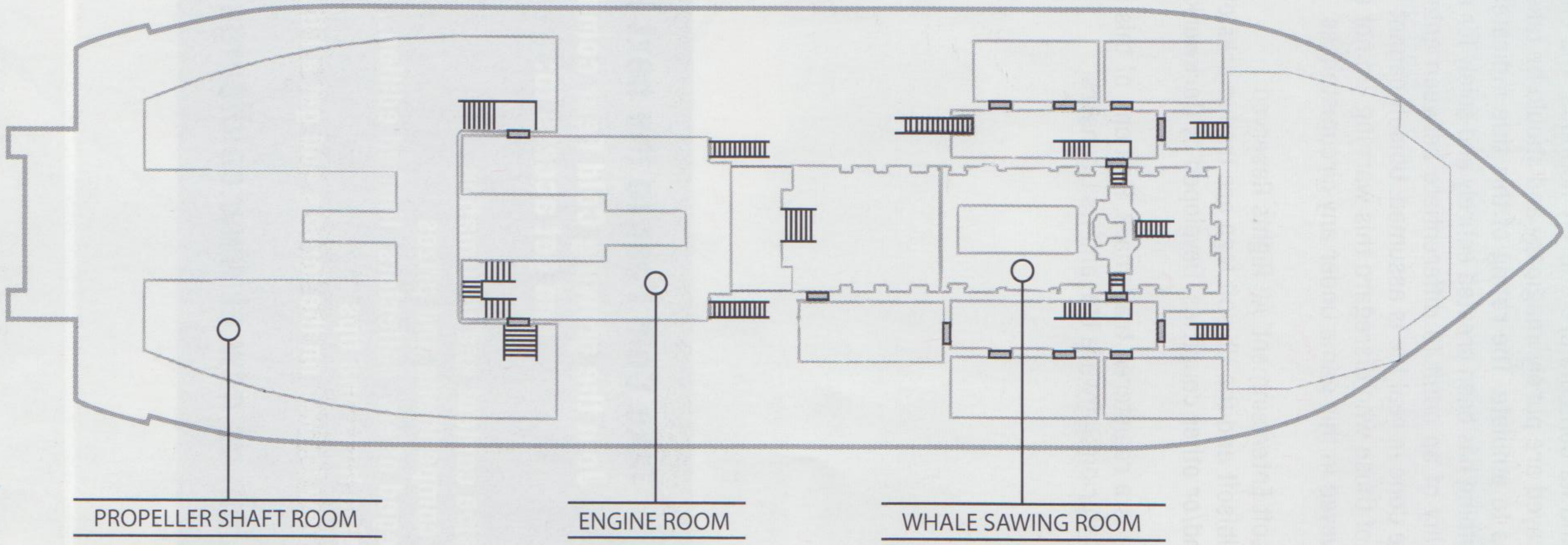


REAR DECK FRONT DECK

DECK: -1

SICK BAY

ARMORY



REAR DECK FRONT DECK

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- Great competitions and prizes
- Privileged offers: collectors, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

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Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the **FAQ** to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on **Telephone:** 0905-482-0109 calls cost 30p per minute.
Please be at your system when calling UBISOFT for support.

HINTS & TIPS

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Australian technical support

Technical Support Info Hotline
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When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

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• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 33 70 00**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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SGT MATT BAKER - 101ST AIRBORNE

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